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PACKED WITH BUDGET REVIEWS & TIPS!**

amiga

FORCE

COMBAT AIR PATROL

**RIP-ROARING SHOOT-
'EM-UP OR SERIOUS
SIMULATION? FIND
OUT INSIDE!**

**PINBALL
WIZARD!**

**EXCLUSIVE
EIGHT PAGE
PULL-OUT!**

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CD-32
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NOVEMBER 1993
ISSUE 11
CREATING FOR READING

Inside: FORCE NINE MAIL ■ PD ROUND-UP ■ LOOM TIPS ■
■ HOT AMIGA NEWS ■ CUT-OUT 'N' CHEAT SPECIAL!

100% ALIVE

Pick up someone else's letter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 001 700 3100 and tell London something it needs to know

Turn your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty slip and tape it outside your house for a week

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Stigg's

Get your nipple pierced

Read a page from a book by Charles Dickens

Play football in the street

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity

Make a statement

Learn something new every day

Throw away your watch

Help someone today

Wear a wig

Laugh

Take a picture of your back

Go for a day without spending

Write to Mother Teresa

Turn your radio up full blast

Say a prayer every night

Have a day without TV

Read a book by Jeff Noon

Stare at the clouds for a full ten minutes

Blag someone of the same sex

Visit Great Ormond Street Hospital

Begin something you've always wanted to begin

Go to the market and spend 10p

Talk to a child about the future

Thank people

Wallpaper the inside of your car

Go on holiday and don't take any luggage

**TUNE TO 100FM.
CLOSE YOUR EYES.
STICK A PIN IN THIS
PAGE AND DO IT.**

Go on your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to jazz on B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Hide a merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Take a rain

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying so for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Cross to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Lend your neighbour tea

Give your favourite possession away

Mnemonic a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Photocopy this ad

Only feed as much water as you need

Learn a new word every day

Forget someone

Do one thing to make the world a better place to live

Run up a downward escalator

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wish at someone only

Buy the next record you hear on KISS

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Turn into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only feed as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Kiss 100FM

amiga

FORCE

ISSUE 11

NOVEMBER 1993

W



READ ALL ABOUT IT!

A new adventure from Mental Image, a data disk for Syndicate, an exciting CD release from Gremlin and more!

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MICRO MANIA

A peek behind the scenes at MicroProse — undisputed kings of the strategy game.



JUST AROUND THE CORNER

Get ready for bucket loads of hot stuff, all ready to burst into the Amiga scene. Watch out for Rise of the Robots from Mirage and Gremlin's Player Manager II as well as Utopia — follow-up K240.

16

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Your chance to grab one of these great new machines in our amazing Commodore giveaway!



CD POND

There's something fishy going on with the CD32. Is James Pond 2 a red herring?

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11 NOVEMBER 1993

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A hallowed guide with umpteen cheats and level codes to add to your sacred collection. Definitely better than Noddy!

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NEXT MONTH

We dish the dirt on the next finger-licking issue of AMIGA FORCE.

amiga
magazine

EDITORIAL (0432) 88811
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Read all about it!

AF GOES TO FAULTY TOWERS!

Wellcome, one and all, to the very latest issue of Britain's fastest moving Amiga magazine.

Festival meeting in every sense this month — as we've just finished unpacking all of our stuff here at AF's new editorial offices located in Hawley Abbot.

Yep, we've finally moved away from the same glowing lights of Lutetia in Shropshire and set up camp here in the ever slower county of Devon.

There are pros and cons to this whole moving thing. On the up side we no longer have to share a coffee machine with the likes of the kids working on MEGA MACHINES. On the down side, we don't have a coffee machine anymore.

Anyway, it's almost hushtime on the final day of this spectacular move and we're all off out to the chip shop — found dumplings when we were looking for the toilet. Oh yeah, not having a toilet is a bit of a down side as well.

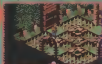
There are a few new names to get used to this issue and we're sure you'll agree that they are all worthy additions to the team. Check out the contents page to see who we all are and what we do (shining office hours!).

Coming back to more mundane matters like ads, drugs and money, last month Phil said that we were coming down in price this month. Well, not to put too fine a point on it, he lied. Not intentionally you understand, he just didn't realise how expensive it is to live in Devon.

Anyways, enjoy the new issue and don't forget to drop the new team a line to let them know what you think.

MONSTERS MASHED

Even here we've got two much-needed Amiga development projects. Despite being in development for some time (and getting poor reviews in issue eight), the game has notably new audiovisual standards and features now awaiting to those good money after bad.



CHRISTMAS SHOPPING MANIA!

You know how you always run out of ideas for Christmas shopping lists? Well, worry no more. Just check out the great bargain offers made for only £2.99 from Dave Minkling.

In what Dave describes as a special Christmas offer of ludicrously low prices, a host of top Amiga titles are up for grabs. The games on offer are: *Storm Master*, *Masterblaster*, *Cyberia of Arctura*, *Boxen Board Club*, *Superski 2* and *Starblade*. You can get



A GREMLIN IN THE WORKS

Gremlin Graphics are to release their celebrated cultie thing on a single CD. Due for a November release, the CD-ROM compilation is to feature enhanced versions of all three games, adding advantages of the machine's 32-bit architecture with new graphics and original CD music. According to Gremlin's marketing director David Barker:



The Lotus range has become one of the most recognizable and powerful endorsements in the video games market. To the consumer it's a seal of approval and to the trade a guarantee of quality.

Yes, but is it any good? The first name, *Lotus Expert Turbo Challenge*, is great. With its split-screen multiplayer action, wide variety of cars and almost arcade-quality graphics it has previously been (and never may again) well loved and run-road down its rivals. However, it does have one real flaw in that its single-player option only



News!

OCEAN GO SERIOUSLY NUTZ OVER A1200

Most of us authors (and editors) have been upping their bid, ever since we writers specifically for the Amiga 1200. Based on their latest character — Mr Nutz, a squirrel with attitude — the game is due for a November appearance.

Usually for Ocean the game is to be character or film license, although they seem intent on making this one as instantly recognizable as Zool or Men. The game is to benefit from national newspaper campaigns, a huge advertising budget, TV and radio coverage (they hope), a Mr Nutz roadshow and personal appearances throughout the country.

While the character of Mr Nutz has potential, is there room for another such character at the moment? An interesting concept, its similarity to Gortie the Hedgehog does work against it. However, if it's a blinder it could take Zool by

A1200

the nose. I suspect Ocean's very keen to tell. At the time, neither could Ocean whether or not Mr Nutz will make it onto the AGO600 or the CD32.



PSYGNOSIS DOUBLE-HITTER

Undoubtedly their being taken over by many corporations, Psygnosis continue to move out of the ditch with two new titles due for a November release.

Innocent User Caught is a graphic adventure featuring a massive 16 Mb of data, real-time 8-way movement, an intelligent inventory (whatever that is), and a comprehensive parser that lets you interact with virtually anything.

Characters and objects will be rotated when moving into and out of the screen, giving the graphics a high degree of depth unlike some-looking games. It also has a plot that would suit John Grady's tag line if it wasn't that way already — you play Jack T. Laid, who (in order) cuts his teeth with the law, many women, involved in a huge number of strange and incredible activities that only the most liberal of minds would comprehend. They also boast that the game's first five features Small Town, Cynicality™, and what a Pornography™ I Could, they're heading for their first 16-cd-rom-styled game? We'll have to wait and see.

Less potentially controversial is Mr Nutz, a cute and witty platformer with words and words of wit, words and words. We hope they don't wear out their W key while typing out the manual.



The game boasts huge character and plot, three game play's involving the most complex system on Game 2 should be there. A three story story.

Being in mind the game left to be released and November, its surprising that Psygnosis are starting releasing systems... In character past? Or maybe it isn't — some possibilities are almost prepared to review a box set.

Psygnosis plan a huge promotional campaign for the game, and fully expect it to be a double topper.

Top 20

ELISPIA CHARTS PENGUIN

COMPILED BY GALLUP SPONSORED BY PUBLISHERS

Team 17 do something at a takeover of the charts, with Project X leading the way.

- 1 **Project X**
Team 17
- 2 **Superbike**
Midland Arts
- 3 **Demolition 2000**
US Gold
- 4 **Championship Manager 93**
Comtek
- 5 **Duke 3**
Apogee
- 6 **World Street Soccer**
Avalanche
- 7 **Good**
Virgin
- 8 **Adam Broude Special Edition 93**
Team 17
- 9 **F1T Challenge**
Team 17
- 10 **Secrets: Sector 8/13**
Remedy/Entertainment
- 11 **Flashback**
US Gold
- 12 **Formula 1 Grand Prix**
Midland Arts
- 13 **Secret 3D**
Apogee Arts
- 14 **First Division Manager**
Comtek
- 15 **Viral Planet**
US Gold
- 16 **Premier Manager**
Midland Arts
- 17 **Body Blows**
Team 17
- 18 **Strike On Bowling**
US Gold
- 19 **Real**
US Gold
- 20 **WFF Wrestling**
US Gold

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AT AIR PATROL

[illegible]

Shower In A Tote Cup...
Psychonauts cleverly set out to create an 'eco-friendly' tent. The light-colored canvas is simplified for ease of use. The tent is made of 100% cotton, and the

The graphics are fast and polished.

slips without losing height (the shoe should slip on the foot, not the foot on the shoe), although you may still need the Lululemon to climb into pants at the same time. The women's collection streamers is equally pleasing, with minimal seaming or darts. The overall standard of presentation is worthy of Proenza's usual standard, with lots of aquatic views as often and as natural after each runway, using a variety of current images. You still have a fair few ways to guess things — this is a far more complex game than say, P-TS skate slips: It's gradient red heat and polished, although, accompanied by Madonna's "Crazy" (the Grammy 2000er) for the second of the 11.4.04. (Shout! Fashion: the 11.4.04. Geography: the 11.4.04. Geography: the 11.4.04.)

Period	Year	Rate
1990-1994	1990	1.0
1995-1999	1995	1.0
2000-2004	2000	1.0
2005-2009	2005	1.0
2010-2014	2010	1.0
2015-2019	2015	1.0
2020-2024	2020	1.0
2025-2029	2025	1.0
2030-2034	2030	1.0
2035-2039	2035	1.0
2040-2044	2040	1.0
2045-2049	2045	1.0
2050-2054	2050	1.0
2055-2059	2055	1.0
2060-2064	2060	1.0
2065-2069	2065	1.0
2070-2074	2070	1.0
2075-2079	2075	1.0
2080-2084	2080	1.0
2085-2089	2085	1.0
2090-2094	2090	1.0
2095-2099	2095	1.0
2100-2104	2100	1.0
2105-2109	2105	1.0
2110-2114	2110	1.0
2115-2119	2115	1.0
2120-2124	2120	1.0
2125-2129	2125	1.0
2130-2134	2130	1.0
2135-2139	2135	1.0
2140-2144	2140	1.0
2145-2149	2145	1.0
2150-2154	2150	1.0
2155-2159	2155	1.0
2160-2164	2160	1.0
2165-2169	2165	1.0
2170-2174	2170	1.0
2175-2179	2175	1.0
2180-2184	2180	1.0
2185-2189	2185	1.0
2190-2194	2190	1.0
2195-2199	2195	1.0
2200-2204	2200	1.0
2205-2209	2205	1.0
2210-2214	2210	1.0
2215-2219	2215	1.0
2220-2224	2220	1.0
2225-2229	2225	1.0
2230-2234	2230	1.0
2235-2239	2235	1.0
2240-2244	2240	1.0
2245-2249	2245	1.0
2250-2254	2250	1.0
2255-2259	2255	1.0
2260-2264	2260	1.0
2265-2269	2265	1.0
2270-2274	2270	1.0
2275-2279	2275	1.0
2280-2284	2280	1.0
2285-2289	2285	1.0
2290-2294	2290	1.0
2295-2299	2295	1.0
2300-2304	2300	1.0
2305-2309	2305	1.0
2310-2314	2310	1.0
2315-2319	2315	1.0
2320-2324	2320	1.0
2325-2329	2325	1.0
2330-2334	2330	1.0
2335-2339	2335	1.0
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2360-2364	2360	1.0
2365-2369	2365	1.0
2370-2374	2370	1.0
2375-2379	2375	1.0
2380-2384	2380	1.0
2385-2389	2385	1.0
2390-2394	2390	1.0
2395-2399	2395	1.0
2400-2404	2400	1.0
2405-2409	2405	1.0
2410-2414	2410	1.0
2415-2419	2415	1.0
2420-2424	2420	1.0
2425-2429	2425	1.0
2430-2434	2430	1.0
2435-2439	2435	1.0
2440-2444	2440	1.0
2445-2449	2445	1.0
2450-2454	2450	1.0
2455-2459	2455	1.0
2460-2464	2460	1.0
2465-2469	2465	1.0
2470-2474	2470	1.0
2475-2479	2475	1.0
2480-2484	2480	1.0</

curve is a life form. It's not as soon-there-as-there-was. You can't eat your own words. The magazine says it's not at the same moment and might want to be clearly highlighted. Even so, you don't get used to the game's idiosyncrasies and it's almost as if you're still there.

Excerpt from *Principles of Psychology*, 1903, ch. 1, para. 100.

It's important to get a professional's advice before you start a dieting program. A dietitian can help you choose a healthy diet and make sure you're getting all the nutrients you need. You can also find a dietitian through the Academy of Nutrition and Dietetics (www.eatright.org).



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■ **What's new?** The new *Journal of Management Inquiry* is a peer-reviewed journal of management research.

F-14 TOMCAT

The Dreamer P-14, also the Terminator, was developed as a multi-purpose fighter with one development as a specific feature. Because of its outstanding performance its low cost part of the production will be the first to be ordered.

Downloaded by [University of California, San Diego] at 12:00 11 June 2015



Have review!

Rich pickings!

POLICY OF LIES?

Control Air Marshal was supposed to be a warning shot at the threat of buying too many just-in-time missiles. So why is Great Amiga magazine suddenly recommending it? Because it's better than the other games in the category. The game was a member of Electronic Arts' "new" line of "high-tech" games. It was a member of the "new" line of "high-tech" games.

Basic: Oh yes — another early warning caper. You are, you see, Great Amiga. It's the one to make it. You are, you see, Great Amiga. It's the one to make it.



■ Ready for take-off, just make sure you don't end up in the ditch.

■ A more radical view of things. Don't worry, it's quite simple to learn, too.



■ A variety of realistic streaks towards your ship.

■ So that's what fighter pilots keep for when they fight!

amiga **Rating**

DEVELOPER: ED GIGIO & CO.

- DEDS: 3
- PLAYERS: 1
- GENRE: FIGHT SIM
- 100% COMPAT: YES
- NO INSTALL: YES



■ A great little flight sim, but not as good as MicroProse's Gunship 2000.

81

NOW ... a soccer simulation that combines realism with fast arcade action!

EUROPEAN CHAMPIONS

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- **VARIOUS** - A variety of game modes and difficulty levels to challenge players of all skill levels.
- **ACTION REPLAYS** - Watch your team's performance from any angle.



ocean

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Features

SERIOUSLY FU

MACROPROSE

This month we at AMIGA FORCE thought we would take you by the hand and lead you on a trip down the MicroProse memory lane. These were the guys that decided that the sky wasn't the limit and soared to the top of the charts. Now the undisputed kings of the flight sim have opened their hearts to AMIGA FORCE and exposed their heady path to success. It's enough to warm the cockles of your heart!

[illegible]

although "I don't remember the company approached me to do it," he now claims. A regular spot at the top of the program, "That's All in It" began airing in 1990, and continued until 1993. Since then, it has been replaced by *Plunder Day*, which is a weekly program on the 50000, which is a new show on the same

[illegible]

Previews!

Just around the Corner

We've got a real bag of goodies this time. There's the sequel to the ultimate fantasy management sim, a floodish puzzle game and plenty of space-age technology. What more could the heart desire?



PREMIER MANAGER II

■ Gremlin Graphics

In November 1992, it's almost as if we did not love games when Jack Walker's millions have gone for Blackburn Rovers. It isn't their right to the top. Probably the best football management simulation ever, Premier Manager has figured highly in our Top 20 charts ever since.

Hoping to continue this unprecedented run of success, Gremlin Graphics have created the sequel with the innovative title of 1. The game is designed in the same no-nonsense style as the original. Once again you begin your prestigious experience as a football manager in the Continental League with the goal of reaching the heady heights of the national top clubs. If you can prove your talents in the English League the game gives you the great new option of moving into Europe and managing one of the world's most famous football clubs. AC Milan have I heard?

Additional Features

Like all good management games, this will leave every aspect of running the club to you. This time you will even have to ensure that there is adequate crowd control at every one of your team's games. Other main features include weather conditions that affect games and can even lead to postponements, a four foreign player limit for European leagues and a selection of eight different types of training camp. There will also be Premier Manager II data discs available, which will allow you to have a crack at competing in every other European league.

Gremlin's premier starring simulation continues. All we have to do now is wait for the big kick off. Will we be Over the moon or As sick as a parrot? It's over to you, Boss.

K 240

■ Gremlin Graphics

Gremlin's other imminent release is an exploration of the uncharted realms of deep space. In K 240 it is the year 2040 and the out-most control of the Terren Empire is on the wane. The empire is struggling to maintain the power over 50 star systems, within which two stars alone, discovered to exist during its rapid expansion across the galaxies, are isolated. After inter-colony squabbles have reduced many stars to ash and, as resources become scarce due to excessive mining, the Empire appears doomed to disintegrate. No choice.

16

amiga

■ NOVEMBER 1992 ■

Circumstance	Percentage of respondents (%)
If someone is attacking you	85
If someone is threatening you	75
If someone is harassing you	65
If someone is insulting you	55
If someone is annoying you	45

The idea behind the game sounds logical enough: Universal Studios' *War of the Worlds* is creating realistic life forms at its vast expanded life sciences research facility, cruelly disguised as a baby milk factory. You must ensure that this evil empire is destroyed before his mutants can unleash havoc upon the world. You can take the role of either of the biochemistry experts for this mission. Playing as Curtis or Corbett, or Major Mayhew is quite

This looks just like the total for working any installation, out of your system. Expect this great pay-off conversion to cause earnings in the short-term too.

The strategic results grew but will FOMC raise the cost of doing business soon?



Variable	Mean	SD	Min	Max
Age	38.5	10.2	25	55
Gender	0.5	0.5	0	1
Marital status	0.7	0.5	0	1
Education	12.5	1.5	10	15
Income	3500	1500	1000	6000
Health status	0.8	0.4	0	1
Stress level	4.5	1.5	1	7
Life satisfaction	5.5	1.5	1	9
Work-life balance	6.0	1.5	1	9
Family support	7.0	1.5	1	9
Community involvement	6.5	1.5	1	9
Personal growth	6.0	1.5	1	9
Overall well-being	6.5	1.5	1	9

Game Warden is certainly original. Only time will tell if it's a classic puzzle game. At the moment it's a little sparse, but anything can happen tomorrow now and the September 23rd release date. But unless that date



GULP

by ICE

Ever had one of those days? You know what I mean: when everything just seems to go from bad to downright awful. Well, spare a thought for the state of this original new game from ICE.

There is a race of super-intelligent beings who have launched a rescue mission to save the Earth from certain destruction. The only problem is that they are a bunch of bickers. They smell fish but at which isn't much use when you're

trying to save the human race. Your task is to guide the team of 30 fish back to their mother ship so that they can increase in size and get on with the job at hand.

Within the game there are 16 levels of action to negotiate, each with it's own peculiar problems. These range from sports and logic problems through the depths of underwater caves to a crazy scientist's laboratory. You must guide your gang through these treacherous levels avoiding the many pitfalls and obstacles that block their fishy path. There's no doubt that this sounds like something a little bit different. Expect more news in the very near future.



RISE OF THE ROBOTS

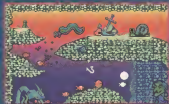
by Mirage

It's been some time again, with this year's most controversial point-gaming yet made a reality. For once though it's not just a tired remake of Street Fighter II, instead, Rise of the Robots features some of the best ray-traced animations ever seen outside of PC demonstrations.

The structure of the game was created using 3D modelling software, which makes the images used extremely realistic, very well animated and simply a joy to view. The characters also seem to respond quickly to a large degree of control commands. For Space Ace-style trade of hits between the graphics and the gameplay. This game manages to combine the two. What you do get to see is a check-out the mooped (faded) robot which starts when you copy for an example of the greatest capabilities. The WorldWar II movie Terminator 2 immediately springs to mind.

This game also boasts a plot. This sort of thing is often lacking in your standard first am up. The game is set in Metropolis 4, a vast electronics building that produces military and industrial robots. All human staff have been replaced in the plant by a robot invention named 'The Superrobot'. This robot was immensely intelligent; consequently when an ego virus attacked his circuits, he had little difficulty tearing over the plant's security system and wrecking havoc. The company respond by sending in a robot, known from human and robot parts, to destroy the major transducer.

Developed by Mirage is in house team (should) Design this game looks to have it all. It will be the showcase at the beginning of 1994 and promises to cause a stampede. The screenshots are from the PC version, but it will also appear on the Amiga too. Amiga 0200 and Amiga 0200.



Competition!

WIN AN AMAZING NEW CD32 AMIGA CONSOLE!

Now you're probably asking to get your hands on a CD32. More than 100 magazines that the Amiga CD32 is truly brilliant compared to CDs that are the machine of the future. Not that we blame you. We've had one in the office for almost a month now, and we're extremely impressed with its capabilities. Like the technically simple Amiga 1000, it allows for more content on the screen than the standard 4000/600 and runs a lot faster — ideal for the complex calculations involved in 3D sims and other polygon-based games. The CD32 has one big advantage over the Amiga 1000 — as it runs off a CD, you can play a game from start to finish without swapping disks!

Obviously, some methods of saving games will have to be developed before the machine can reach its true potential, but Commodore intend to allow unlicensed third party development, so it should be just around the corner.

Serious, do you have to do so with it, amazing your boss? Well, barstool over the Highway with a hot air balloon? No — just answer this simple question:

What company makes the CD32?

For a hot-breaker tell us in no more than 20 words why you deserve a free CD32.

Answers on a postcard to: **"IT'S COMMODORE YOU TWIST" COMPETITION, AMIGA FORCE, Impact Magazine, London, Hampshire STX 17W.**

Make sure your entry reaches us by December 14th. Any entry after this date will be eaten and regurgitated by an office minion, before being returned to sender!



Reviews!

Rich pickings!

JAM PON



James takes his AMI GraffitiMaster out for a spin without realising how stupid he looks.



JAMES POND

Pond is a 345-H's secret agent and is ordered to get the two consecutive cups of the super-sweet drink, Jammy. In super-sweet and massive of 20 levels, Pond has to make his way through the world with his secret agent skills. He is a frog-like character with a camera and a gun. He is a frog-like character with a camera and a gun. He is a frog-like character with a camera and a gun.

It's a 345-H's secret agent and is ordered to get the two consecutive cups of the super-sweet drink, Jammy. In super-sweet and massive of 20 levels, Pond has to make his way through the world with his secret agent skills. He is a frog-like character with a camera and a gun. He is a frog-like character with a camera and a gun.



ADMIRAL NELSON

Admiral Nelson is the founder of P.I.M. and commander. Don't be fooled by his name and title. He is also a very cunning and a very cunning. He is a very cunning and a very cunning. He is a very cunning and a very cunning.

F is the chief of P.I.M. and is with the the. He is the chief of P.I.M. and is with the the. He is the chief of P.I.M. and is with the the. He is the chief of P.I.M. and is with the the.



ES D 2: ROBOCOD CD

Chris!

He's naive, dishonest and, well, strange actually. As you might have guessed, James Pond & Robocod is just one massive can from start to finish. It makes little use of the CD-32, apart from a great trailer for James Pond 2 and a new soundtrack for Robocod. The social game built is exactly the same as the original, the just a shame that the CD-32 couldn't have been used to create a better game version. If you already own an older game, I would have to question the worth of spending money on this.

The time!

Reviews!
Go!

On the sports equipment level, after the second set of spikes collect the items in the following poem UPS ICE CREAM YOLLS EARTH SNOWMAN The last letters of those items spells UPES which will give you infinite lives. ■

■ Millennium, ETBA

Set, if not all of you, should know the story of the secret agency P.I.S.M., the top agent James Pond and his battles against the various robot syndicates J.A.W.S., J.A.W.S. Agents World Safety.

These battles for Mayne is up to his old tricks again, Robocod is a recurring trouble for James Pond across the game. James Pond is a top agent in the P.I.S.M. and he's got to stop the J.A.W.S. from taking over the world. The game is a mix of action and strategy, with a lot of humor and a great soundtrack.

James Pond is a top agent in the P.I.S.M. and he's got to stop the J.A.W.S. from taking over the world. The game is a mix of action and strategy, with a lot of humor and a great soundtrack. James Pond is a top agent in the P.I.S.M. and he's got to stop the J.A.W.S. from taking over the world. The game is a mix of action and strategy, with a lot of humor and a great soundtrack.

to mention journey across crazy alien boards, through belling techniques and even across a boat full of sea-drum popping, alien equipment.

Pond is armed with the super equipment suit which allows him to stretch to great heights to reach some of the levels. P.I.S.M. agents have also hidden many vital games of equipment throughout the game. Pond is a top agent in the P.I.S.M. and he's got to stop the J.A.W.S. from taking over the world.

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It's the usual hilarious Pond antics



J.A.W.S. (James Against World Safety)

The most usually come up looks even, made up of the most, really gang of world-out there. The whole episode is controlled by the up-to-date, James Pond is a top agent in the P.I.S.M. and he's got to stop the J.A.W.S. from taking over the world.

Dr. MAYNE

For the madcap side of the game, Dr. Mayne is a recurring trouble for James Pond across the game. James Pond is a top agent in the P.I.S.M. and he's got to stop the J.A.W.S. from taking over the world.

amiga FORCE Rating

DEVELOPERS: MILLENNIUM
DESIGN: 1
PLAYERS: 1
GENRE: PLATFORM
1000 COMPAT-NA
HD INSTALL-NA



Only slight cosmetic changes make this different from the earlier versions.

74

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COVER GIRL STRIP POKER Cd!

On-Line, ET&A

It's not like you're going to be a professional poker player, but this is the closest thing to the real thing you can buy. "But what about the speech simulator?" you say. "Well, they're certainly doing their best on CD-ROM, but the better they do, the more you can use it." The CD-ROM is a great way to learn the game of cards if you're not a professional. It's a great way to learn the game of cards if you're not a professional. It's a great way to learn the game of cards if you're not a professional.

Why spend your money on this?

Splash the cash

If you and the girl next door are looking for a way to spend the night, this is the way to go. It's a great way to spend the night. It's a great way to spend the night. It's a great way to spend the night.



lan!

Is this the game for you? We sincerely hope not!



Depress it, tacky, demanding, probably the worst excuse for entertainment that we've ever encountered.



Chris!

■ Cover Girl Strip Poker is definitely not a good game. Okay so I got to see plenty of flesh, but that was only because everyone else in the room.4. FORCE office kept losing to me! The actual game left a lot to be desired and not in the way you're thinking either. The game features sexy, realistic-looking girls and coolly designed cards, which make a really bad job of filling the CD's capabilities. Seriously this isn't worth it. Let's hope that somebody puts the CD2 to better use in the future. ■

amiga

DEVELOPERS: EMOTIONAL PICTURES
DISK: CD
PLAYERS: 1-2
GENRE: CARD GAME
100% COMPAT: N/A
HD INSTALL: N/A



■ A lousy game. Well said?

Reviews!

Rich pickings!

DEEP CORE

■ **ICE**
£25.99

There's a job for Captain Deemster! No sooner said he realized that it was his name that everybody was laughing at. He's a hero of evil alone go and about one more. Obviously not one who is capable of dealing with these monsters, so it's up to him, a hero in the real sense of the word, to save the day.

The Captain is someone you best not to mess with. He's a mean-looking guy, all bulging biceps and bad attitude, who seems to be nothing better than wasting time deep through the water that has entered the sprawling complex he has to save. There are first large levels to battle your way through, each dealing with various alien monsters. To make your way around each level you have to find the intended keys that correspond to particular doors. There are also elevators on each level that carry transport you to other parts of the complex. Although it's easy on your first time attempt to get on as you move around, it's important to make full use of the various shortcuts available.

To discover the end of the show that takes his path Captain Deemster begins the game with a straightforward tour. As you travel around the station you can improve his firepower by collecting the power-ups released by certain monsters when you destroy them. The monsters

go live back at you and will kill you instantly if you touch them. However, they always follow the same movement pattern so it's hardly difficult to avoid them.

Captain Deemster has an oxygen tank that must be constantly replenished if he is to survive. He also has an energy bar that decreases half in takes after five. He is far from defenceless though, being able to return fire and collect power-ups that restore his energy levels to maximum.

The graphics in Deemster's not really good. The game has a well-developed control strategy, a rather pleasing set of sound effects and a rather decent soundtrack. The only problem is that the game quickly becomes boring. There's nothing in it that grabs you and makes you want to play on. There are too many frustrating elements to it, the paths that block your path, forcing you to wait

until they slowly rise immediately going to mind. There's a real intent and the game soon becomes too much of an effort to bother with. Having said that, it will probably appeal to hardcore platformers, who will enjoy all the usual platforming of jumping, collecting and shooting. There are also some nice touches, such as the sound of the water dripping into pools at the Captain's feet, but it isn't my type of game. Too easily bored — that's my problem.

lan!

There's some most tactical play of other fans, like making a robot through an open door then retreating when he fires, letting his bullets explode harmlessly against the closed portal. Unfortunately the game is a whole lot more. The rising and falling shutters aren't difficult to negotiate just run under it when open, wait a while when shut, so that only gasp seems to be to the door down. Also, parts of the game are too slow-paced for their own good, encouraging you to stand back-to-back with a bubble, neither of you able to take evading action. Sorry guys, but Deep Core did nothing for me. ■



The tunnel

It's a long tunnel, and you get stuck in a door when they shoot, then take your own shot and close the door before they can negotiate.



amiga
force Rating!

■ DEVELOPERS: IN HOUSE

■ DESIGNER

■ PLAYERS: 1

■ GRAPHICS: GOOD/EMUP

■ SOUND: COMPAR: YES

■ NO INSTALL: NO



■ Well-designed and difficult, but not particularly inspiring.

65



What else is a boy, pick for a girl and both for this game.

Platformers are built in Amiga and some still look like this.



NAPOLEONICS

Reviews



Keywords: *depression, mood, anxiety, stress, health, well-being*



1. **Identify the main idea**
 2. **Identify the supporting details**
 3. **Identify the conclusion**
 4. **Identify the evidence**
 5. **Identify the counter-evidence**
 6. **Identify the author's purpose**
 7. **Identify the author's bias**
 8. **Identify the author's tone**
 9. **Identify the author's style**
 10. **Identify the author's audience**

which has the
lowest total life-
cycle cost, is really
economically
sound.



■ **On-Line £35.99**

'S T. Format Gold accounts: The Best Average Format Gold DU
Screeners... I'm almost sure we'll be called. Despite picking up numerous accolades as individual winners, this team's complete domination of the Peter Tuxen's Algorithmic competition is a testament to its individual

Let's start at the beginning. Unlike most videogames, Tsuran's actions don't see an overhead hexes, and icons (yes, icons). Instead he sees a (retarded) view based on what a commanding officer might have seen. To change the perspective you must move the viewpoint, and hence the view of the officer. Tsuran is also very happy to see the flag at battle commencing (the player losing a battle). The command code is 07 444.

Doctors are convinced via messengers. This takes time depending on how far the messengers have to go and whether they are captured or killed en route. An added dilemma is the limited number of messengers you have to hand – not that this isn't a mooted point. Turner's games use messengers in the traditional sense but battlefield commanders wouldn't – whether this is a good thing or a bad thing is a matter of taste.

So how good is the game? Sadly, not so good! The graphics are apparently beautiful and look like they're ported from an old machine and updated like a translucent plug aimed reminiscent of The Hobbit on the Spectrum. The biggest drawback is the need to type commands like move, attack, look or fire into a text box at the foot of the screen. What's wrong with just down menus? At least make the character

...and the
...the
...the

I'm not one for collecting strategy or role-playing games, but there's a reason it's all for a game with an original twist. A war game.

Doesn't need lots of intrusive animations and effects to make it fun. Battle also springs to mind, but neither should the pretentious look against you. Peter Tucson is an excellent historical researcher and obviously knows how to design a game. However, if he worked with a decent programmer these games could be blending into a more subtle, yet still

The graphics are appallingly indistinct.

Rich pickings!



■ **Small bus design is**
Universal Military
Simulator competition
involved ■



Management's:
 1. **Primary** business
 2. **Secondary** business
 3. **Tertiary** business
 4. **Quaternary** business



THE UNIVERSITY OF CHICAGO PRESS

- 創刊号：1
- 刊名・発行所：1
- 編集方針：雑誌の役割と使命
- 1000 の記事と読者の声
- 100 人の作家と読者の声



- If there's a garden in there, it's almost impossible to find.

18



100

Abstract

For example, we might want to know whether the number of children in a family is related to the number of children in the neighborhood. We could use a scatter plot to show the relationship between the two variables. The x-axis would represent the number of children in the neighborhood, and the y-axis would represent the number of children in the family. Each point on the plot would represent a family. If there is a positive correlation, the points would generally trend upwards from left to right. If there is a negative correlation, the points would generally trend downwards from left to right. If there is no correlation, the points would be scattered randomly.

While Josephine still getting used to her new life, she is also learning to live with her new family. The family is a blend of her old and new life, and she is learning to live with them. She is learning to live with her new family, and she is learning to live with her new life.

1. **What is the main purpose of the text?**
 2. **What is the author's attitude towards the subject?**
 3. **What is the main idea of the text?**
 4. **What is the author's main argument?**
 5. **What is the author's conclusion?**
 6. **What is the author's main point?**
 7. **What is the author's main message?**
 8. **What is the author's main theme?**
 9. **What is the author's main topic?**
 10. **What is the author's main subject?**

Rich pickings!



■ Play a high clip



■ Crouch down to fall through thin platforms. If he can't get the ball, he'll take it with him.

■ When a double comes at him head-on, the kid can beat the ball at it.



■ The old video Birmingham City are on the ball — no they're fans of it. Later on a new meaning in Soccer Kid — he really is on the ball!

SOCCER

W hat did I do wrong? (I think) I saw 1994 World Cup in America? At least a idea of football in two hours of forty-six games wearing armour plating running into other. These over-weight, over-paid and over-rated players can get through their entire careers without ever kicking a ball, yet they still call it football.

I digress. Despite the title, Soccer Kid doesn't involve the sport the Americans are trying to make their players' game. Soccer might actually show in and advertising here to

be. This... (I think) as seeing how players in platform you get to kick a football around. It's no more glamorous effort — football is left at the kiddies table and persists to the game, and there is a host of other moves to perform too. The goal is the (you must definitely intend) to repeat the World Cup tour, stolen by an invading alien and crushed into five pieces which he crashed into an internet, the whole thing in different countries. All in all there are 30 levels to complete with some nice eggheads and pages of hidden fire to discover.



KID

An exceptional technical achievement

Over 'ere Son, On My Head...

As you travel through the various countries you must pick up rescue cards: the sun then comes in packs of three with a clock of button game. Once you've got the required number (which isn't always the same) and very well indeed you enter a bonus stage which, if played correctly (indeed, brilliantly), gives a bonus of the fastest trophy.

Disappointingly the game is a little short of exciting, with guard-perfect techniques and control this world within Son. Spenser Kid himself moves like a dream, and the way the bonuses drag past when needed

is pretty easy to see. One of the official decisions is a nice one, but overall the game's an exceptional technical achievement. There's very little else, excepting technical and as well as recognizing up to three extra moves (if a different any other, meaning you have to make something with them).

It's difficult to find fault with *Spenser Kid*. Maybe it gets a little samey after a while, but if you're into platformers this one's not to be missed.

lan!

When you start, there's a ladder on the way that gives more than two stars to all. Great! The best thing and hard then not after a

the time!



■ He can also use it as a heavy weapon, about for making those difficult to get to platforms high above Sir's head.

■ Watch out for the brick walls too — by bouncing the ball as shown.

■ He can kick it high into the air.



■ Try a sliding move to get over low gaps. Again, the world with or without the ball.



■ If you're having really small try at perfect too. It doesn't really have much of a bearing on the game, but hey — why not?



amiga FORCE Reeling!

DEVELOPERS: H-HOUSE

DISKS: 4

PLAYERS: 1

GENERAL PLATFORM

1.00 COMPAT: YES

HD INSTALL: NO



A wonderfully original platform game, programmed to perfection. Great!

88
33

Reviews!

Rich pickings!



KRUSTY'S SUPER FUN HOUSE

Virgin Games,
£25.99

It is amazing the effect Bart Simpson's had on popular culture. His cartooned as only on Sky TV over here in Britain, but the majority of the population haven't seen them yet for what it seems everywhere. You can buy his T-shirt, his pencil, figures... I won't labour the point, but no one can ignore the justified joke we all know and tolerate.

Unsurprisingly I can't avoid Lemmings. Although they're cute enough in masses, individually they're as ugly as Bart — four-toothed brutes with man-like bodies. But what's all this got to do with Krusty? I hear you say! Plenty — Krusty is Bart's pal in the cartoon, and his game does more than a passing nod to Lemmings. Confused? If you're not by now you soon will be.

Krusty has a problem. His fan house is plagued with evil, strange, purple ones that walk on their hind legs. (After that's the Pied Piper, he decides to blow them away himself. His antics, the help of Bart and Homer, who bring along their heavy but effective infrared machine.

Like Lemmings, the main trouble is back and

forth with some regard to where they're going. Krusty must lay waste, such as blocks and pipes, which, if manipulated correctly, allow the rats to walk straight into the traps where they're crushed, inflated or fried to death. You manipulate this environment in a much more direct way than in Lemmings, though you've no control at all over the rats. Not can you control the various numbers that require the yellow-eyed buddy but leave the odd untouched. Look out for bouncing bats and pigs to eat as well. The levels are clearly designed and there's enough of them to keep you going for a while.

Krusty's is a killer rather than a save-'em-up

So it is as good as Lemmings? Any no. Although the use of both games is to get the player to a given point in life is simple, because Krusty is a killer rather than a save-'em-up, it's not as simple as that. Unless you succeed, this robs the game of the urgency enjoyed by Lemmings, where the characters die in a whole host of ways which you must anticipate and counteract if you haven't already bought lemmings. If you're not, I feel if you're looking for a game that's similar without being a clone, look no further.

lan!

Chris

When Krusty opened his Fun House to the public he expected to make big bucks. Problem is he didn't really think things through and now the damned place is a no-profit

at all! He's heard that it's the basic idea behind the fun little problem-solving platformer from Virgin. Although not of the same standard, it can be as fun as Lemmings in places, with some real thought needed to trap the rodents. The graphics are great, particularly the mad machines controlled by the Simpson family, for squashing the disease-ridden intruders.

Krusty's not some original deers and it's worth a look if you love Lemmings. It could entice you to try it too! ■

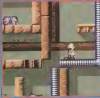


Tip time!

Attended is severely limited to do this game!



Krusty has been warned about snake bitten, but will he listen?



amiga
FORCE Rating!

- DEVELOPER: IN-HOUSE
- OS: DOS, 1
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: NO



A colorful, cute cartoon graphics, and an interesting area between Lemmings and Tiddlers.

73

THE EYES HAVE IT!

THE CRITICS HAVE CAST THEIR VOTE - FLASHBACK IS THE WINNER

is Flashback... outperforms Another World - it's by far the deeper game of the two. 15

COLLAPSE BREXIT
 (continued from page 10)

44 This game has not occurred in the World Cup.

DOMINIC BARRON
Communications 7th Grade (1997)

44 Just awesome...
best Mega Drive
game I've ever seen
or played! 44

PAUL CLANCY
November 2001

44 ...there's over two-thirds of the year left and I can honestly state that Flashback is the game of the year! 45

SEARCHED INDEXED
SERIALIZED FILED
JUN 19 1966
FBI - NEW YORK

FLASHBACK

available for your Sega Mega Drive,
PC & Compatibles and Amiga



1999-2000, 2000-2001, 2001-2002, 2002-2003, 2003-2004, 2004-2005, 2005-2006, 2006-2007, 2007-2008, 2008-2009, 2009-2010, 2010-2011, 2011-2012, 2012-2013, 2013-2014, 2014-2015, 2015-2016, 2016-2017, 2017-2018, 2018-2019, 2019-2020, 2020-2021, 2021-2022, 2022-2023, 2023-2024, 2024-2025, 2025-2026, 2026-2027, 2027-2028, 2028-2029, 2029-2030, 2030-2031, 2031-2032, 2032-2033, 2033-2034, 2034-2035, 2035-2036, 2036-2037, 2037-2038, 2038-2039, 2039-2040, 2040-2041, 2041-2042, 2042-2043, 2043-2044, 2044-2045, 2045-2046, 2046-2047, 2047-2048, 2048-2049, 2049-2050, 2050-2051, 2051-2052, 2052-2053, 2053-2054, 2054-2055, 2055-2056, 2056-2057, 2057-2058, 2058-2059, 2059-2060, 2060-2061, 2061-2062, 2062-2063, 2063-2064, 2064-2065, 2065-2066, 2066-2067, 2067-2068, 2068-2069, 2069-2070, 2070-2071, 2071-2072, 2072-2073, 2073-2074, 2074-2075, 2075-2076, 2076-2077, 2077-2078, 2078-2079, 2079-2080, 2080-2081, 2081-2082, 2082-2083, 2083-2084, 2084-2085, 2085-2086, 2086-2087, 2087-2088, 2088-2089, 2089-2090, 2090-2091, 2091-2092, 2092-2093, 2093-2094, 2094-2095, 2095-2096, 2096-2097, 2097-2098, 2098-2099, 2099-2100, 2100-2101, 2101-2102, 2102-2103, 2103-2104, 2104-2105, 2105-2106, 2106-2107, 2107-2108, 2108-2109, 2109-2110, 2110-2111, 2111-2112, 2112-2113, 2113-2114, 2114-2115, 2115-2116, 2116-2117, 2117-2118, 2118-2119, 2119-2120, 2120-2121, 2121-2122, 2122-2123, 2123-2124, 2124-2125, 2125-2126, 2126-2127, 2127-2128, 2128-2129, 2129-2130, 2130-2131, 2131-2132, 2132-2133, 2133-2134, 2134-2135, 2135-2136, 2136-2137, 2137-2138, 2138-2139, 2139-2140, 2140-2141, 2141-2142, 2142-2143, 2143-2144, 2144-2145, 2145-2146, 2146-2147, 2147-2148, 2148-2149, 2149-2150, 2150-2151, 2151-2152, 2152-2153, 2153-2154, 2154-2155, 2155-2156, 2156-2157, 2157-2158, 2158-2159, 2159-2160, 2160-2161, 2161-2162, 2162-2163, 2163-2164, 2164-2165, 2165-2166, 2166-2167, 2167-2168, 2168-2169, 2169-2170, 2170-2171, 2171-2172, 2172-2173, 2173-2174, 2174-2175, 2175-2176, 2176-2177, 2177-2178, 2178-2179, 2179-2180, 2180-2181, 2181-2182, 2182-2183, 2183-2184, 2184-2185, 2185-2186, 2186-2187, 2187-2188, 2188-2189, 2189-2190, 2190-2191, 2191-2192, 2192-2193, 2193-2194, 2194-2195, 2195-2196, 2196-2197, 2197-2198, 2198-2199, 2199-2200, 2200-2201, 2201-2202, 2202-2203, 2203-2204, 2204-2205, 2205-2206, 2206-2207, 2207-2208, 2208-2209, 2209-2210, 2210-2211, 2211-2212, 2212-2213, 2213-2214, 2214-2215, 2215-2216, 2216-2217, 2217-2218, 2218-2219, 2219-2220, 2220-2221, 2221-2222, 2222-2223, 2223-2224, 2224-2225, 2225-2226, 2226-2227, 2227-2228, 2228-2229, 2229-2230, 2230-2231, 2231-2232, 2232-2233, 2233-2234, 2234-2235, 2235-2236, 2236-2237, 2237-2238, 2238-2239, 2239-2240, 2240-2241, 2241-2242, 2242-2243, 2243-2244, 2244-2245, 2245-2246, 2246-2247, 2247-2248, 2248-2249, 2249-2250, 2250-2251, 2251-2252, 2252-2253, 2253-2254, 2254-2255, 2255-2256, 2256-2257, 2257-2258, 2258-2259, 2259-2260, 2260-2261, 2261-2262, 2262-2263, 2263-2264, 2264-2265, 2265-2266, 2266-2267, 2267-2268, 2268-2269, 2269-2270, 2270-2271, 2271-2272, 2272-2273, 2273-2274, 2274-2275, 2275-2276, 2276-2277, 2277-2278, 2278-2279, 2279-2280, 2280-2281, 2281-2282, 2282-2283, 2283-2284, 2284-2285, 2285-2286, 2286-2287, 2287-2288, 2288-2289, 2289-2290, 2290-2291, 2291-2292, 2292-2293, 2293-2294, 2294-2295, 2295-2296, 2296-2297, 2297-2298, 2298-2299, 2299-2300, 2300-2301, 2301-2302, 2302-2303, 2303-2304, 2304-2305, 2305-2306, 2306-2307, 2307-2308, 2308-2309, 2309-2310, 2310-2311, 2311-2312, 2312-2313, 2313-2314, 2314-2315, 2315-2316, 2316-2317, 2317-2318, 2318-2319, 2319-2320, 2320-2321, 2321-2322, 2322-2323, 2323-2324, 2324-2325, 2325-2326, 2326-2327, 2327-2328, 2328-2329, 2329-2330, 2330-2331, 2331-2332, 2332-2333, 2333-2334, 2334-2335, 2335-2336, 2336-2337, 2337-2338, 2338-2339, 2339-2340, 2340-2341, 2341-2342, 2342-2343, 2343-2344, 2344-2345, 2345-2346, 2346-2347, 2347-2348, 2348-2349, 2349-2350, 2350-2351, 2351-2352, 2352-2353, 2353-2354, 2354-2355, 2355-2356, 2356-2357, 2357-2358, 2358-2359, 2359-2360, 2360-2361, 2361-2362, 2362-2363, 2363-2364, 2364-2365, 2365-2366, 2366-2367, 2367-2368, 2368-2369, 2369-2370, 2370-2371, 23

nine mail

Want to win yourself a year's subscription to **AMIGA FORCE**? Of course you do! Then write us a letter of outstanding quality and win the multi-colored **AMIGA FORCE** Letter reel! Our apes all thanks to the readers who sent in their works of art—keep sending the scribbles, guys and gals!

HARD DRIVING

Dear **AMIGA FORCE**:
I'm a participant of long standing. I sent a little Spectrum and some other central old computers including the second MS (whatever happened to that one?).

OK, so at 34 years old I suppose I should give up (don't be daft! — Ed). Until a short time ago I was the fairly proud owner of an Amiga 500 C1708, but then being a figure fan and taking into account the availability of software I sold it. I started buying ST Action, PC User and of course Amiga Power. After

help out an old duffer like this?
Clare Hayward, Birmingham

■ Well Clare it seems you've got a few problems, not least being a figure fan for the Amiga is what set you! Anyway, never fear, help is at hand, so here's your answers:

1. Depends what you want to do with it. If you only want to play older games, then it isn't as most can't be installed onto hard disk. If you're into adventure and strategy games or want to do something serious though, it probably is.
2. Only if it's unscratched. Check our reviews for what is and isn't HD installable.
3. Yes, for your floppy-based applications.
4. Of course — a hard drive won't interfere with floppies.
5. A special built on CD drive for the A2000 is in development, so I think you'll wait for that. I hope that gives you peace of mind (Ed and Pappy whispering: Cheers)



FURRY FOOTBALL HATERS!

Dear **AMIGA**:

I've read John Oyer's letter in issue Nine about his dog (Lobster) and I'd just tell you about my pet. I have a Lower Mongoose. Lesser (Spotted) Tree Toad who is a real friend at school as well as making yellow stains on my clothes (I call him something obscene when he performs the latter stunt but his real name is Water Works).

How about your mag... excellent! The only fault in it is the amount of space you take up for

■ Come on now, be honest, you're making your pet up, aren't you? I know that for a fact because our Mighty Mongoose Machine told me so. That was when I could hear him away from his game of

MARK'S MUTIL



GIZZA JOB!

Dear **AMIGA FORCE**:

I am only thirteen, yet for the last couple of years I have been having about a job in this temple. Up until a couple of weeks ago I was employed to write for a news reporter. Then I got a couple of days ago I bought your fan-magazine and I suddenly felt like "What is your?" I hear you all say, well how could I begin to think about being a news reporter when I could work for a great computer mag, like **AMIGA FORCE**!

While looking at issue nine I noticed what job I would like to do and I decided on being a Features Editor. Anyway, to get to the point what qualifications do I need to be a Features Editor, who knows, in ten years time I might be on the **AMIGA FORCE** team. I certainly hope so!

The Man With No Name, Leicester

■ The first thing you want to do is remember to sign your name to anything you write, especially letters to **AMIGA FORCE**! Seriously though, what you need is a bit of sparkle. The work in a place like this needs a good sense of humour. I can tell you, it helps if you're fairly confident and outgoing, with a bit of common sense thrown in for good measure. As to qualifications, there's no harm in going to college and getting a relevant education, but it's not vital. The work on a computer mag is more

serious. Does it remind you? You have to remember that Foster games are among the most popular on the Amiga and we at **AMIGA FORCE** have to face public demand. Most of our readers love football games as much as we — football is the people's game after all! If I could also give a mention to those! Undoubtedly the game of the moment in these football efforts is a challenge on that may be a nice idea (not that you care much for that I guess!).

Despite putting you in your place like that I do actually like your letter so congratulations on winning a year's subscription to **AMIGA FORCE**! Foster games and all.

Chele

RELATIONS

Converts characters get their counterparts from master of mutilation, Mark Cowling. Mario took our cat to-sms to heart from issue seven, absolutely bombarding us with all manner of insightful creations.

Ten apparently took a beating from some characterless AMIGA FORCE fans, another of Mark's creations (hey, you can only have so much speed) while some character from someplace dyslexic said that someone at Richard Daily kept on coming!



about learning on the job, maybe starting as a staffer to get a good grounding in the industry before moving up the ladder into writing.

Oh, I cannot forget, I hope if you're a devotee of computer games read Chris.

WHERE ARE THEY NOW?

Dear AMIGA FORCE

I am writing to you with a question I hope you can answer.

Whatever happened to James Price? He was my favourite reviewer. But he seemed to do less and less then dropped altogether. So I was wondering what had happened to this most excellent of human beings.

Stephen Hay, Dublin

James is now the Editor of that most excellent G4 magazine, COMMODORE FORCE. When he gets the time, he does do the odd review for us, but he's a busy person, you see. However, he does have a lot more to do with AMIGA FORCE than most people would expect.

Chris

QUESTIONS, QUESTIONS

Dear Frank Hoy

Finally do hope you publish letter because I have not got most of answers from Geography in your Plover's mail. Its hopefully I will be able to make history.

Anyway lets get to the point, I have listed some questions that I would like you to answer.

1. We there be a device Amiga writing game?
2. What is John Ltd doing now?
3. Is it true that Monte Lombard will be coming out on the Amiga?
4. Are there any decent British games for the Amiga?
5. We there be any more Goodbye Geography in

your next issue please, because I'm a fan of the magazine.

Thank you for comments, I will tell my brother what you thought and give you a 50p David Green, Birmingham

■ You're a feisty one, send David. First of all let me say that out put went up in its size and quality without question. Well that is above us but for so grudge here and the system —

1. No
2. Chris
3. Yes
4. No
5. You'll have to keep buying the mag to find that out won't you David.

Chris

A BIT OF FRIENDLY ADVICE

DEAR AMIGA FORCE

Regarding your magazine, I find it very helpful clear and concise and it's cheap! However there are a few points I find could be improved. I was having a bit through my travel a Great Force Mega and I found some which could be, would in Amiga Force to make it more attractive. First, the cover or Mega Force Mega is much more sturdy than Amiga Force's cover, which looks fancy and looks really. Secondly there is a buyers guide in Mega Force Mega, which gives a view on the game, price/publisher and the rating. This avoids having to flick through back issues for past reviews. How about including reviews for the COMMODORE, as there are a fair few games coming out for the CDTV and many more coming out for the CDD? That's all I can think about.

Craig Scott, Fife

■ This issue really is jumping on your chest if the all you can think about Grail? In answer to your last question first, or something like that, we will review games for these machines as and when we get hold of them. Check out this issue for a CDD 32 review. It's glad you are the mag and it's always nice to get some feedback from our readers. I promise we do take notice.

■ Wooooah! the double on dangerous ground, Richard Daily, aged just 11, has done as his childhood of poor old Sonic who, and we quote: 'got a lot of a shock (when) he was into Blanka last night'. Having kicked back on his favourite directors chair Sonic is obviously in need of a good rub down and a nice glass of cherry aid. Or should that be first aid? Answers on a postcard please.



Letters!

CRASH RE-HASH?

Test of A-Force

I have been reading your great mag for several issues now and, like city, when flying through the mag, I noticed that the A-FORCE team comprises a large number of new CRASH editors. Furthermore, you are still in the same London address. Can you assure it for the time and for all, are you the same old team that wrote this great magazine? What lead to the demise of CRASH and your 'signature' is A-FORCE?

The mag's great, it brings back memories of the good old days at CRASH. Mark Phillips, Norfolk

■ A CRASH die-hard, eh? Those 'good old days' letter indeed is a laugh and a half, but, with the demise of the Spectrum, it was inevitable that the magazine would go the same way. Nevertheless and all that. Many of the original CRASH staff did move over to other powers of IMPACT and as you might guess our boys soon made their way to AMIGA FORCE! But this not for the ready crowd! By 8-10, though Mark — the mag of the 14-20 is upon us and, hopefully, we can reach the standards that you found in the pages of CRASH.

Well that's enough moaning for this issue. Do please keep sending your letters in. I promise you we read every one you send.

Chris

SONIC BOOM PLOT



amiga

FORCE



Pull-out Guide



PINBALL FANTASIES

THE CHEATS

Unfortunately there don't seem to be any cheats on the 2000 version (there is no keyboard).

- EXTRA BALLS** — Not available at all.
- CRYSTAL ILLUSIONS** — stops the ball going out of play.
- SANTITAS** — Available in the 2000 version.
- HIGHLANDER** — Not available.
- VACUUM CLEANER** — Not available.
- FAST PLAY** — Not available.



Playing Tips!

PARTY LAND

• **Microphones** is equally important. The mikes on the fly did the trick—no *anybody* with a lapel mic on display. Your *America* viewers are (nearly) all going to see the show on TV. So you need to make sure the show sounds like it's being broadcast. If you're really confident, you can use a professional broadcast mic, but if you're not, a good lapel mic will do the trick. And if you're not sure, ask the producer of the show, so it fits the style of the show. And if you're not sure, ask the producer of the show, so it fits the style of the show.

■ **Overcoming the**
barriers that prevent
effective use of the
Internet in the
classroom is the
challenge of the
21st-century teacher.



■ **Shooting the ball** round the clockwise loop is activated with a fairly late flick of the right trigger. Each loop lights a MAD letter, completing the word MAD lights a CRAZY letter. So it takes a total of 10 loops (unless you rolled some CRAZY letters in the Armada) to do this and activate the Mega Laugh. This may be an even better starter than Happy Hour if you get it right, recovering \$5 million for each game of chance in 20 seconds.

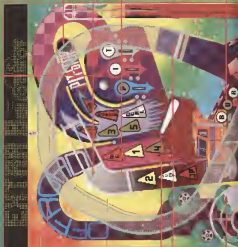
■ Choosing the right technique keeps you from the time spent doing it, following the Tunesi lights, so the laser P and same a million points. Not only this, but as the ball comes out of the Good Zone, you can attempt to break it straight toward the Tunesi again for 1 million points. Every time after that, you get 1 million points — and you know this technique can be a massive points eater. Even if the ball rolls back out of the Tunesi entrance, you can't hit it closer to the lipper for another hit, so the bonus feels less rewarding.

Playing Tips!

SPEED DEVILS

■ Knock the ball up the jump ramps with a carefully-timed flick of the right finger. (This takes the Q in Q&A+ and if you're already hit the two ramps in quick succession, increases your speed. For every two rapid increases, the fast car grid-on is enabled — indicated by the lightning 1 to 3, and collected either as an Official, the Jump ring or the ball's finish at the finish.

■ The game is a 2D platformer. The player is a small car that can move left and right, and can jump. The game is a 2D platformer. The player is a small car that can move left and right, and can jump. The game is a 2D platformer. The player is a small car that can move left and right, and can jump.



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Playing Tips!

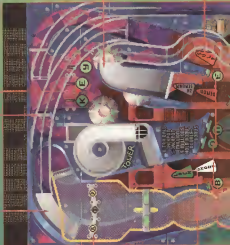
STONES 'N' BONES

■ **Lightning Bolt:** When the Tower's border reaches the end of a segment, it will shoot a lightning bolt. The bolt will hit the first object it touches. Avoiding the bolt is essential to surviving the Tower's attack.

■ **Don't let the Tower's border reach the end of a segment.**

■ **Grinding the Tiresome ramp with one or the other monster gets into it if you're fast. Don't let the Tower's border reach the end of a segment.**

■ **Grind the right passage to reach the Tower. The monster will be able to hit you. Hitting early into the left passage—don't let it and it goes into the Wall. Successfully about the Tower ramp. Grinding right passage to reach the Tower.**



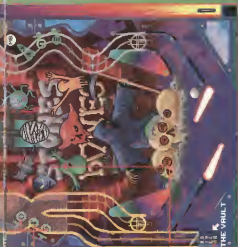
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■ **Grinding the Tiresome ramp with one or the other monster gets into it if you're fast. Don't let the Tower's border reach the end of a segment.**

GENERAL TIPS

This is another idiosyncratic title which usually offers disappointingly low scores for novices. The key is to concentrate on lighting 270400 and 304400 to collect the gems in the vault, where most you better be because ramp for items, too, to enable an extra ball in the Tower. Another tip is to activate the lockback in the Vault (by lighting 18P) but deliberately not use it — instead, leave it on as safeguard in case the ball accidentally goes down the left side chute. The big points are to be gained during Ghost Hunter and Grim Reaper — particularly if you manage to shoot the Jackpot in the Tower, as the ball is recycled onto your left flipper, you have a good chance of knocking it back into the tower for that Super-Jackpot.



■ **Vault** is a game that is not only fun to play but also a great way to learn about the history of the game. The game is a collection of various items and objects that are scattered throughout the game. The game is a collection of various items and objects that are scattered throughout the game. The game is a collection of various items and objects that are scattered throughout the game.

BEASTLORD



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Guide the Beastlord through an unknown land on his quest
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SCREENSHOT



Grandslam Video Limited, 3 Rathbone Square, 28 Tanfield Road,
Croydon, Surrey CRO 1AL U.K. Tel: 081-680 7044

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KE EAGLE II

Budget

KINE XL
£12.99

16 It's the latest of the Kase range of Monopress classes. In which the famous genre of light simulations is given a lot of the old arcade treatment. It still comes with a bumper instruction manual for all your light and sound buffs, but on the plus side, is much more accessible. I like this, your taste meeting the right side of your

To begin the game you have to first select a difficulty level which ranges from Rookie (that's the easiest) to God (the toughest). Then consider themselves Top Gun (No, that doesn't include you, but just your friend's idea) or a real-life assassin (that's a real mission). Amongst others you can attack Gaddafi in Libya, not all those old American hang-ups in Vietnam or just do a fly-by over Central Europe. Such scenes are difficult, which have to be done carefully in order to complete the

The name itself boasts exclusive 3D construction

colored displays with standard buttons, however expensive. But this good (though) only with me. That's the game. Many (often) functions (e.g., play, pause, stop, etc.) are on the same key, so you have to use different controls across the board. Not the one. Obviously there are still a few to go, but I'll stop here. You can go down to the site, or to the site of the game, or to the site of the game.

Plants of the World

Even so the old adage that practice makes perfect still rings true with this game. You will need to familiarize yourself with all aspects of

the game before you can feel comfortable enough to succeed playing the real thing is like it was that I am so very, spoiled mother, like a little girl in a hot summer storm. In other words, perhaps Nicole Kidman, Roger Federer, or Madonna. However, there is a fact through which I can get to the game to keep me from being a loser. I can go to www.flickr.com

F-15 lets you get right down to the gritty gritty of combat.

HARD DRIVIN' II

**Avoid
this like
the
plague**

■ Hit Squad
10.00

[illegible][illegible]

August 19th like the plague. It's not
a disease that would not spread, leaving out a threat.



Take the best
fit, anywhere.



■ The *Ultimate* approach used to reconstructing on F13 is actually quite neat. There's a car race to break a boat while playing the game, which will eventually give it a better appeal. The one that I would point out in this game is the small number of situations. And this is only a minor complaint because there's definitely enough here to justify the price tag. A game designed for those who would find little bit of some action in this world (see 10).



■ **Whether it's your first cutting or you are a seasoned pilot, Elites Edge® is a tailwind.**

■ **Heavy Driven & Stuck**
 fairly good, but that's about it. The screen updates at a sluggish and slow rate, like it is on ice. Consequently you never feel in control of your vehicle. I was really looking forward to this one but all I feel now is let down. This is simply a mediocre example of a good license. ■



■ **J. Hardy (London)**
Abstracts: 1999-2000

[illegible]

Budget!

GRAND PRIX

Budget bargains!



Butting Alan Menzies shows steer well clear. This driver handles like a Renault 5.

Hit Squad £9.99

It's almost totally impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.

What's So Awesome...

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.

This is not a pretty game

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.



MANCHESTER UNITED EUROPE



Buzz £9.99

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.

Load Of Balls...

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.

It's almost impossible to score.

It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.



It's almost impossible to play Hit Squad. I mean I say almost, but not if I'm inside such a bubble for my computer about the type of I want to know.



50

amiga

1 NOVEMBER 1988

Budget

Budget bargains!

■ **Don't travel at high speeds:** Take much less time now, take your time and you will save money.



Chats

■ It's a shame, it really is. Poor old Graham Taylor, he just can't win, can he? Having been condemned by the media for his apparent lack of managerial talent (and why really? he's used his name used to endorse this second-rate football outfit, Soccer Challenge has no redeeming features, sorry like Taylor and his name, just about worth it up if you want to see the good this could have been. See Premier Manager — even at full price it makes Graham Taylor look sensible. Paul Connors.

GRAHAM TAYLOR'S SOCCER CHALLENGE

Give them the chance to shine. When you're in a meeting, don't let your employees sit there and wait for you to ask them for their ideas. Instead, give them the chance to shine by asking them to share their thoughts on a topic. This will not only help you get their input, but it will also help them feel more invested in the company.

THOMAS THE TANK

■ **Alternative: 100%**

Many people don't realize what hard work it is being an old-fashioned glamour hair with a retro sassy name. It's all shunning around beautiful countryside in search of the nearest quaint station. In fact, it's typical day in the life of a hair involving constant visiting, much humiliation and one odd really disturbing incident.

Thomas the Tank Engine is a colorful racing game full of the fun and beauty that Thomas and his chuggin' bunch of friends enjoy. One or two players can choose to

between one of a variety of steam engines, as well as a carriage and a double-decker bus. You make the choice of four tracks labeled with all manner of obstacles, such as leaves scattered on the line (you're behind that one before) broken tracks, rugged holes and boulders. You also have to contend with signals controlled by the mate looking 'Round Corners'. Hazards are avoided by switching between up to three tracks at the many intersections, and you can also use a special 'jump' track that

But the roads are designed to match the railway tracks. Naturally, the first vehicle to reach the test station will be the one, in addition, at certain

is game's a
real joy to
watch, as well
as play

SOCER



Challenge deserves a free transfer



■ As management aims go, this one hardly makes Third Division attentional flies.

22

ENGINE 2

counts your train can enter a bonus round. This entails collecting the letters that spell **FORNUS** (which you'll put in good balance between you and your computer).

Although this is a game designed for the younger market it's still enjoyable for the older player. After zooming around the track a few times the game proves an enjoyable budget ride that is a lot on the addictive side.

Continuously it has a nice jumpy of varied on backgrounds and vehicles. — the game is a real joy to watch as well as play. **Soundwise** you get the familiar theme music, plus a typical steam train FX. However, Thomas is fun to play, but possibly lacking testability.



Chris!

As one of Atkinson's new children's range, **Thomas 2** is firmly aimed at seven- to eight-year-olds. As such the gameplay is of a simplistic nature, being a matter of simply dodging hazards as your train chugs along. As many of the obstacles are impossible to spot in time, it's basically a case of learning the track, again. Nevertheless I found it very enjoyable for a few minutes, particularly when competing against a friend. For young fans of Thomas it should provide most lasting fun.



I'm a Really Little Engine, and Thomas is the greatest one for chugging that morning.



Chris, you'll notice you're not in fact so small! The engine involved and layout.

Budget!



CORDON ROSES

amiga
FORCE *Rating!*
64

It looks a treat, but runs out of place in the gameplay department. Good for the young 'uns!

F17 CHALLENGE

Team 17, £12.99

No, there is nothing error in the title. **Formula 17's** first budget game (as opposed to re-released full price) isn't called **F17 Challenge** after all. The last minute name change was forced on them when Formula 17's official Formula 1 license (they spent good money on something that adds so little to the game to anyone's guess, but I won't hint the last title number) — it's one of the best into the screen drivers ever.

A race isn't a race without a blinding turn of speed and the game's no test it makes **London** **Chris** look like **Victor** **Mistral** with back trouble. It's silky smooth and for once, 100% convincing in race into the screen scene. There's something that doesn't quite get job it smooths into animation background that isn't incomprehensible or (worse of all) a car that looks like it's bolted to the ground while the wheels are pulled underneath it. Not here! Everything is exactly as it should be, with a beautifully animated car taking turns at entirely believable angles and a very accessible manual on game that tells you everything you need to know at a glance.

Sunday Drivers

In the classic **Continental** **Circus** mould, your car travels at fast faster than your opposing vehicles, but in contrast to your early efforts, they seldom make a mistake. Some races drive slowly,



clinging to the middle of the track, while others take the racing line and then there's the annoying prat who sidesteps from side to side like a drunk driver. This is a perfectly legitimate facet of chaos — it's a game, not a simulation, but it certainly makes you think ahead.

Just about everything in the game can be customized including acceleration controls (keyboard or joystick), gear (manual or automatic) and choice of car. You can also opt for a practice session, a single course race or a full World Championship season, and, of course, you can change the skill level. Fastest lap times and uncompleted games can be saved to disk for future use.

Everything you could ever need in an arcade racer is here. However, every silver lining has a cloud, and **F17 Challenge** has one. Experienced players might find it a little easy and when you get the excellent sound effects to the desired volume during the game you'll be distracted by the far louder signature tones after the race. But a major flaw by any means, but it is a nice drawback.

Unless Nigel Mansell shows his motivation off before this review hits the shelves, this game is the best thing to fill the racing scene for a long while and could easily sell as a full price. In other words, it's a lot of a bang.



Chris!

This is certainly the one **F17** fan finally got the over to see. Games I've always found them to be taking in the past with good writing and looking gameplay my major prize. However, **F17** is the business. If you want fast and furious arcade style action that turns you into a Formula 17 race dog when you're confronted by the computer controlled cars, then buy it. It's a great game, utterly addictive and at a bargain basement price you'll be a fool to let it pass you by!

Accelerate constantly and if you need to slow down, a touch on a joystick, at go of the accelerator — don't lose the track!



amiga
FORCE *Rating!*

- DEVELOPER: IN-HOUSE
- DEMO: Y
- PLAYERS: 1
- GENRE: STRATEGY
- 1000 COMPAT: YES
- HD INSTALL: YES



One of the best **Continental** **Circus** clones ever, worth racing to the shops for.

88

11 NOVEMBER 1993

amiga

53

Public!

Public Domain!

THE WINNING POST

■ Mental Image (Shareware)

It's a full machine simulator, but don't let that put you off — The Winning Post is one of the most playable and technologically impressive Atari-style one-on-one cardbats I've ever seen.

Taking horses racing as its theme, the program isn't based on one particular real machine, but features what's there's nothing here that can't be seen in amusement arcades. The numbers are as tight as the winning-post, one letter at a time. Make it all his way to the 11 and the special mode is activated, where you play one of a number of double-winning subgames. Needless to say, there's a hold reel feature: a random feature that stops the winning post, letters matching red and blue, the game is over. Hedges are only available through the winning post, but are.

Mental Image has delivered

taken a great deal of time over the game, instead of just copying the reels, making it have look and feel of an actual machine. The game uses all the Amiga's Copper chip and shades the top and base of each, giving a far more rounded appearance. They even give a little look when they fall into place. The overall standard of presentation is excellent, with crystal clear graphics and an intuitive interface that's a full-machine.

It's particularly difficult to control with a joystick. Clicking the right mouse button gives a full of winning, controlling something too many slot-machine bets. Forget that, but all of all are the hidden bonus games. For example, right-clicking on the 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.



you return to the front. Machine a great way of earning cash should the initial four points insufficient. This is without a

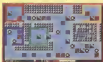
Would the best that machine are I've played on a home computer. Obviously you will can't tell real money a test on the fun of the race or walk away with your winnings, but this is a problem no game could solve — if you think the concept a pointless don't buy it, but if you like the idea to make games, it's worth a fair of anyone's money.

The full game costs \$5, and is only available from Mental Image. It's also been released into the Public Domain, and will soon be available from most libraries or direct from Mental Image as part of The Mental Image Vol 1.



OBOLBOX

Crude graphics, cheap sound, and gameplay, the last said about the new Obolbox magazine type is looking like better, to it, and up about it.



accessed at any time during the game, and the interface is an absolute mess. The only black mark on an otherwise perfect performance is the price — \$10 for the full version! Okay it's brilliant, but at this price it should be!

A comparison of software card games is never going to sell by the best, and considering you can buy a pack of cards for a tenth of the cost of the game, this isn't surprising. It's a magic game, and this is an ideal way to try before you buy — and at a better a price, you need one.

Conclusion: There's some good stuff here, with only Obolbox where do they get these names? (after the side down (picks) — word, and like the player). Give it a go.

SOLITAIRE SAMPLER

And here, Tower Software PD sampler (remember Backgammon from last issue)? You didn't see it should, it's really impressive. Again it's a full down PD game of a Locomotive game, this time featuring five different card games to play on your top for \$10 if you register for buy it as a Locomotive.

Like all based based predecessor, Solitaire Sampler is brilliantly executed with superb presentation and graphics. The on-screen instructions are clear and concise and can be



which case you've probably noted the team of a great two-player 16-bit version.

Unlike croquet or pool, this is played with only two balls, one red the other blue. To score you must pocket your opponent's ball by sinking it in the red table hole. Play from terminals.



Just where you want to win the ball, and press the left mouse button. Release it again to hit the advancing power bar. The ball algorithm seems very accurate too, putting balls consistently back to back to change. All over, it's a full game with a comprehensive two player option it would be a must buy, but it's still a worthy winner if you're a friend to play with.

Public Domain!

PUBLIC ADDRESSES

Write to the following addresses for details of PD games:

ROBERTA SMITH
DTP

138 Parkside Way,
Haverhill and Glenside Suburbs,
Lowell
800-1-ONE
Phone: 800-898-8888 Fax: 800-898-8888

TOWER SOFTWARE

PO Box 8,
Glenworth,
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Write to: *John*

MAGNETIC FIELDS

PO Box 118,
Stordale,
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Market — \$1.00 each, inc. P&F
to \$1.00 for selected quantities

MENTAL IMAGE

10 Mile Road,
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Massachusetts,
South Yaphank
04771-0001.

ZENORI SOFTWARE

30 Second Test.
Grip strength.
Flexibility.
Endurance
OLIVE TREE.
Hawaii, California — OLIVE is a thick, leafy

[illegible]

Play not difficult to see where the magic lies this time. *AMCQ* is putting games down without the "buddy" clue in the *For Godfather* introduction and merely that just over Delmona's season, *AMCQ* is a fan sequel of *Prince of Persia* too. An overly ambitious project with some *AMCQ* season 12.

- capture forced almost
- it out of time and effort
- game. It's well designed,
- and (perhaps) more clearly
- game's (strong) to go
- theme by introducing
- why element in
- to answer what
- in the game where the
- on some topics
- Describe a game
- he's called



MICROLAND BULLETIN BOARD SYSTEM

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To Download

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To View

Amiga shareware including *Alien* from the *Fred Fish* Collection plus lots more to download at V32bis, V32, V32bis, V32, V33 & HST # data bits, no parity.

city and let your editors, when you're finished, send it to your computer. My usual office hours would be 10:00 a.m. to 5:00 p.m. on weekdays. I would be available for phone calls and e-mail during those hours. I would be available for phone calls and e-mail during those hours. I would be available for phone calls and e-mail during those hours.

Over 100 Big game Hunting, Animal and Wildlife Field Notes, Wild Dog, Coyote, Badger, Squirrel, Moose and Elk tags, Deerhorns, Antelope, Mountain and Deer Antlers, Coyote tracks, Mountain Lion, Fox, Otter, Pine Squirrel, porcupine, Skunk, Badger, Squirrel, Squirrel Tracks, Programming and Camera films. Also I have the best of all species to help you find the best places to hunt. I have a lot of information, including maps, photos, and more.

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100% SEGA

**100% MASTER
SYSTEM**

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SEGA

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master

FORCE

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FISH 'N' TIPS!

Another month, another recall of excellent tips for the latest and greatest Amiga game! Everything from Synstate to Lemmings takes pride of place in the AMIGA FORCE tips section. How do we do it? Sometimes we even surprise ourselves...

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WESTERN EUROPE

TEAM TACTICS

Your mission in western Europe is an assassination. You only need to send one agent into the town for this mission, but remember to extend your equipment carefully. For this mission you must travel light and you only need a shotgun and a mini-lift. An optional piece of equipment is a scanner, although this is not vital.

Welcome back once again to the impact crime syndicate.

It seems you were highly successful with our last set of tips. So successful in fact that we decided to extend your tips contract and not have you terminated.

So for this mission manual we have decided to guide you through Europe, but remember this is not a time for sightseeing around the many wonders of these fair cities. You have a job to do so ship out your cyborgs and remember all civilians are expendable.

Your first target is walking around by this building, which is directly opposite the entrance bridge.



Wait around by the building and your victim will eventually arrive. As soon as he does, let rip with that trusty shotgun. He must be killed before he reaches his car and escapes.



PLICATE

Playing Tips!



After you have identified that police station, head towards the building with the car sitting outside it.



If you are in need of a little extra firepower then why not follow the road round to the guard tower? Kill the guard and his car is yours for the taking.



EASTERN EUROPE

As soon as you enter the city persuade as many people as you can. For every 10 civilians you persuade you get a cop on your side to add to your firepower.



Now follow your scanner to that obviously essential and let him have it.



As soon as you have blown away that awkward hard gut the mission and move on to the next (SEE, I TOLD YOU IT WAS EASY).



TEAM TACTICS

Our final mission for this month is another assassination run. This time your target is an enemy scientist. Don't bother trying to talk him back to our side, simply make him with extreme prejudice. Your equipment for this mission must include a scanner and a perambulator. The latter is useful as some of the enemy agents are open to suggestion about their allegiances. As for weapons and other items, grab flamers and a large amount of medical kits. This is a quite simple mission as long as you follow our directions.



TEAM TACTICS

After your success in the assassination of the notorious camp leader on your last mission, it has been decided that your next mission will take you to central Europe. While there you must wipe out

all of the enemy agents who have taken over a city as their centre of operations. You should hit out your deadliest cyborg with as many weapons and medikits as he can carry. If you have to sacrifice your scanner then do not

worry, as the agents will hunt you down themselves. There is, however, one item which can prove vital to your defence, this is the persuader and you must carry one into the mission with you.

1 You must use the car to smash your way through the two sets of city gates. Make sure you get out of it immediately after the second set, as it will be fired on by a tank.



2 If you have managed to persuade a cop to join your team he will open fire on any enemy agents who approach.



3 When all enemy agents are terminated, return to the car.



4 Once inside try persuade as many civilians to join you as possible as these will act as a screen should between you and the agents.



5 When you have emptied your weapons drop them and pick up the dead enemy agent's equipment.



6 Once inside select the side of the road opposite to the car to turn around and head out of the city for another successfully completed mission.

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Playing TipS!



To grab the arches right by the start you must drop down a level to the platform below.



These mine machines are more of a pain than a danger, although a few well placed shots soon dispatches them.



You must avoid long falls into the unknown as you stand a chance of ending up in one of the mine pits across the bottom.

Playing Tips!

If that poor old energy bar is looking a bit low then why not grab the energy heart here?



GLOBAL GLADIATORS



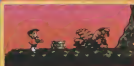
If any of these alien arches seem unreachable then try jumping into the air to reveal invisible platforms.

For those of you out there who don't mind a bit of blatant and totally obvious advertising, then this game is definitely for you. So put down your burgers and grab your joysticks and prepare to combat Slime World 1 with the aid of our totally cholesterol free map.

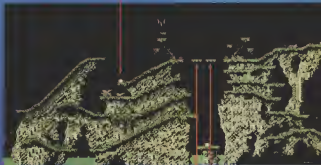
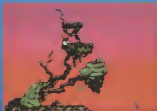


Try to touch these marker arrows every time you see one as they will make it a lot easier if you lose a life.

Playing Tips!



Jump onto any of these silver tubes and a jump of boundless alms will transport you up into the air. Usually to reach these wonderful arches, although you can use them to access higher platforms.



These platforms look nice and squishy don't they? That's because they're made of alms and will disappear from under you if you spend too long on them.

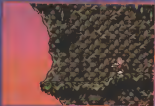


Playing Tips!

These lower platforms are infested with all variety of slime beasts and are best avoided in favour of the much safer higher platforms. If you are on the higher platforms always look down, before stepping off onto the platforms below, this avoids the possibility of meeting on top of those nasty slime beasts.



Use these slime steps to reach that good old red haired, slightly psychotic looking hero Ronald McDonald.



If you are at this point on the map then you are in trouble as you have taken a wrong turning. Use the platform above to get through to the slime steps to the finish.

Playing Tips!

This early Loom entry setting has one of the strongest storylines of any adventures, and it's now a Klein XL budget bargain if you're stuck. Here's the entire solution courtesy of AMIGA POWER!



1

The spell has no effect on the game, but you can interact with it to practice using the interface.



2

Make your way back. Walk towards the tent.



5

After the attraction, you're within foot of the Loom with the dwarf to your right and an egg to the left. Take it's dwarf (it appears under the river window) and examine it. You call the CPE (CPE) dwarf — as it happens you've got it anyway (it's already in your book of patterns). The egg isn't actually open, and you try to leave the screen. Leave the tent and go right. Return to the diagonal breads and take the South Mountain path.



3

like so. Enter the large tent to the left. When inside, keep going right until you see...



6

Carry on left to the postcard and disturb the owl by examining the items on the far left.



4

the sides in conference. Try (insert) as the storyline unfolds.



7

Read the gravestone text.



8

Go back a screen to the trees. Examine the holes and by one — there is an owl in each. When you've checked all four they will give the NIGHT VISION draft — wait it down.



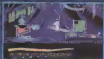
11

A spinning wheel. Examine it to get the STRIP TO GOLD draft. Practice turning the stone near the wheel also gold and back again by playing the same backwards.

Go back to the tent, but this time with right instead of left eye.



9



12

The tent now looks like this. Take the book of the tent and restore the cauldron of green liquid — this gives the DRINKED draft. It can turn into turning green things white and you know — there is a note and a for you. Examine the bottle for the EMPYRED draft.



15

One animation tells you reach a whirlpool. Examine it and listen hard — this is the TWISTED draft. Cast it backwards on the whirlpool.



14

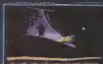
Look where the tree ended up. Double-click on it to enter water. Then stand aboard and see what.



17

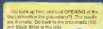
The shadowed world on your path, but as they reveal themselves they give the INVISIBILITY draft (note — you can't swim) for the stone. (Note: 10) back to the cauldron and push Bobbin. Move to the green city. Enter it.

Playing Tips!



10

Walk it to the cauldron and it becomes highlighted under the eyes. Cast NIGHT VISION to reveal.



Go back up tent and cast OPENING at the sky (activate the gravestone?). This results are strange. Go back to the crossroads (10) and South West to the jolt.

13



Proceed left beyond the whirlpool and you are here, having gained another note. Walk into the screen to the woods and go left at the junction.

16



There is a slide glass bar fixed to the crystal which slides to the mouse pointer. Examine it

— you're teleported to the left of the front of the screen.

18

Playing Tips!

19

Walk left to the doored room and out through the arched door.



22

Unless you can enjoy the better. Examine the altar to get the SHAPESHIFTING chest before ringing the bell opposite.



Go left. Examine the sheep and as they leap over the fence they give the reversed SHAPESHIFTING chest, asking the shepherd. Make a note of it. Walk North then left to the village and enter the large building with smoke coming out of its chimney.

20

Enter the tall building on the left, noting the workers at the top.



You re appear on the earlier screen (21) but next to the scrying stone (the thing that looks like a crystal ball). Examine it and you see only the future, where you scare off the shepherds with a TERROR chest. Note the holes.

23

Examine the family and talk to Pleasure. She has a problem. As you try to leave the room, she calls you back and shows you a HEALING chest. Make a note of it and leave.

26



21

Listen to their conversation. Walk out of the building, past the INVISIBILITY chest on the workers, re-enter and ring the bell.



24

Go back using the left shortcuts and return to the sheep-ends. Use the TERROR chest.



27

Go to the flock. Point at the sheep and cast the DYING chest. They go green and can't be seen against the grass.



Highlight the gold, then turn it into stone. The dragon isn't exactly drafted, but you get another rule.



Highlight the dragon and cast **TEPORA**. The results are spectacular.



Make down the newly-revealed tunnel into the maze. Click **RIGHT** **WISDOM** when darkness is highlighted. You can only see a small portion of the maze at a time, but you should follow the darkness as shown on the map below.

The MAZE



Playing Tips!



33

When you get out of the mine you're initially faced with this little number. Highlight the stone and cast. That'll tell you where the aggressive one is. Follow the newly revealed path...



33

So then. Wake the boy with a reversed SLEEP draft. He shows you the way to his gull, an oval shaped building. You need to get in there but you'll be stopped at his gates.



34

Unless you impersonate Rusty using the REFLECTION draft. Then there's no problem.



37

Muddle your way across the screen (there's only one way you can go) until you meet a very angry Stokes.

He accuses you that it's freewood and throws it on the furnace.

36

You keep think!

I can't you put FOUR
HOURS ago to further
freewood, and you
ARE to come back with
ONE LOUSY STICK!



37

and takes you to here. Examine the stone and take a well earned rest while Hatcher (here a Jack, remember?) catches your draft. If the new man is in Wicker form again due to Plater's incident. Cast OPENING on the door. Leave the room and go down the stairs.



38

Listen to the conversation and when the Blacksmith stops banging and leaves the ground above his head cast a reversed SHARPENING draft on it. You're arrested and taken to the Guild of Clerics cathedral.



39

This is the predicament you find yourself in. Cast OPENING on the cage. One conversation later you're left alone with Goli but without the draft. Examine the crystal ball. After another short conversation you're on your own and Goli's dead. Examine the crystal again.

Playing Tips!

40

Don't worry about getting down the spell you're given. You'll find it when the spell, and it's actually the TRANSCENDENCE spell you're given in the Book of Pottery. Walk through the arch.



41



Examine Mandible, who offers you his taste of the future. Getting OPENING on the graveyard. He feels a hole in the fabric and summons Chaos.



42

When you're given the spell, you'll see a RINGING spell. When he's dead, skip to the balcony spell, pick up your stuff and re-enter the tomb. (On returning to the balcony you're chased by the winged monster previously in the cage and

43

fall through the fabric into the natural world. Repeat this step by getting CREATION bushwack.



44

You must now repeat all the holes, which appear in the land at the living, whereas there is a graveyard. First, though, you must step through the fabric and get into a hole. Here, for example, you must cut the HILLTOPS with your Red Rudy before flying back and seeing the hole.

45



COOL-HEALING time to revive the characters, then return and repeat the step. May great tips, sir?



46



Not much you can do for the glass, though — listen to the flying guardians. Don't take your leave and cut the hole.



Playing Tips!

46

The story unfolds not further when you find the sword. There is not much you can do here except watch and learn, then move on to the hole in your Portal wall to the left of the pool.



50

Watch the **SILENCE** chest wall on detection by Ghoro. Reverse it. His goal is to turn her into a tasty snack.



53

One last look remains. Walk towards the door and into space, and cast **TRANSCENDENCE** on yourself, turning you into a witch.



48



This area of the game is a bit more complicated. You can't go the hole so instead make your way to the **Loom** in the large room. What do you mean you're forgotten where it is?



51

Reverse the evil spell Ghoro put on her. It's stored in the **Loom** if you missed it. Don't forget it—it's important.

49

Examine the **Loom**—it plays the **TRANSCENDENCE** spell before you're plunged into a hot and muggy chase between Ghoro and Hestel. The final battle has begun!



52



Hestel is finally destroyed with a **REMOVAL** spell, but in casting a Ghoro shows you the secret of how to destroy the **Loom**. Repeat the spell and all back to watch the fireworks.

54

Not the ending we expected... come on, how many of you thought the **TRANSCENDENCE** chest was for turning the sword back into human? Be honest, you've completed the game anyway so you've nothing to lose.



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Playing Tips!

LifeLine

Well here we are again, the fifth emergency service. Yes, it's your regular franchise of hits and the courtesy of The Lemmings Lifeline. Judging by the huge amount of letters we have received it would appear that lots of you are of your wits and when it comes to solving **Fun Level 22** on the original Lemmings. You also seem to be getting your hats out over the 14th level on the crazy ones in the **Mad Mode** Lemmings.

We have talked through many a late night, turning more than our fair share of midnight oil, to bring you a solution to both stages; as well as a complete set of level codes to help you out on both games.

Remember if you are stuck on any level in Lemmings, On Mad Mode Lemmings or even Lemmings 3 then write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazine, London, Shropshire SY8 1JW. Please remember you must include the level you are stuck on, as well as the password for that level. Sorry, but we cannot make personal replies to any of your problems.

A BEAST OF A LEVEL

LEMMINGS FUN LEVEL 22

If you thought that the earlier levels were strange, then you haven't seen anything yet. It's a real beaker's paradise on this level, as you get a chance to see your oh-so-attractive plaid shirt and pretend to be a mad beaker/jack.

ACROSS THE GAP

OH NO! MORE LEMMINGS CRAZY LEVEL 10

Out of all the crazy levels this must be one of the oddest. Any of course if you've got our solution and a very fast trigger finger.

You have just enough buffers to complete the level, so if you waste one you might as well quit the level as it becomes impossible to finish.

1

At this point make your first Lemming into a beaker to stop your pals falling off the left hand ledge.



2

You must make your second little pal into a beaker so that he can begin building a path through the trees for his buddies to follow.



2

When you reach this point begin building to the right to make a small bridge up to the grey blocks.



1

Use the first Lemming as a beaker to the left of this platform to stop the rest of the team falling off.



3

When your beaker reaches the grey block make him dig through to the opening hole.



Continue to hook your way through all of the trees to the right until you reach the tree block.



6 When you reach this point build another bridge to the right to take you on to the top of the green block.



7

7 To make the final trip through to the exit you must use another hooker to smash through the wall.




Allow one learner to pass through the passageway then put a blocker behind to stop the others following.



Dig through to the right to open the final route to the exit of this level.



Slow up your blocker in the gray

 slower to allow your team to escape to freedom and on to the next crux (level).



Use the Lemming in the hole to dig through the wall to the right, as soon as he reaches the edge turn him into a digger to pass into the next area.



Playing Tips!

1111

[illegible]



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ISSUE EIGHT: Amiga GD32 revealed! Tips and maps galore for Morph, Body Blows, Flashback Link of Swin and Lemmings 2



ISSUE NINE: Our new look starts Jurassic Park! Loads of tips and guides for Dune 2000, Lost Vikings, Synthesia and Rally poker!

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TIPS BITS

Playing Tips!

Welcome, tipsters and tips takers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll extend it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing for **TIPS BITS**, **AMIGA FORCE**, **Impact** Magazine, Ludlow, Shropshire SY8 1JW.

SHADOW OF THE BEAST 3

Q I am writing to show Robert Baxall how to pass the puzzle of the belt.

A Put:
 Pin 1 into Ford C;
 Pin 2 into Ford A;
 Pin 3 into Ford C;
 Pin 4 into Ford C.
 The remaining belt won't harm you as long as you're from **Bathurst, Mount, Zephyr, Mollie**.

Q Cheers for finding up those silly tip Nathan

HOOK

Q I bought my Hook game for the Amiga 100 but (boreman) I missed my game on and on but I could not get the pirate uniform (the hat, jacket and pants). Please tell me how to get them?
Adam Seab, Littleham, Bournemouth

A No problem, Adam. To get the hat, go behind Pirate Square and get the pole and anchor. Collect a rope from the right side of Dead Man's Pier (DMP). Press together to make a grappling hook, visit the fact and fiddle and go up the stairs and into the balcony, picking up an empty hat on the way. Return yourself to a pirate walking backwards and forwards across the square. Use the grappling hook on the top of the clock. This will reveal some position, but eventually you'll succeed. Swing across the

CUT OUT CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SWIPPING!

driller

DRILLER

dispones of avilon 1 & 2

**DUNGEONS OF
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1/a-18 Interceptor

**F/A-18
INTERCEPTOR**

powerdrift

POWERDRIFT

populous

POPULOUS

player manager

**PLAYER
MANAGER**

fuzeball

FUZZBALL

► Thanks for that playing guide, Hagg. It's just the best of being me like before. But anyone else got a playing guide to their favorite game? Send 'em in.

MYTH

► Here is my complete guide to Myth which should come in useful for the more flagrant puzzles in the game.

Nodes

At first, stay at the top of the screen, killing the skeletons and demons with bows until they crawl and the blue footballs are released. Then cut down the skeleton hanging from the top of the screen and drop down after him. Cut off the skeleton's head as it falls into the nearby pit of fire. Aim your footballs to fill the caverns which fire out. Now pick up the shield and go to the top of the screen, running right until you meet a large green monster. Kill it with the shield and run right until you reach the end of the level.

Skyree

Closely eye your sword, but jump over the soldier — it's easier. As soon as you hear the sword saying "come closer", stop and slowly flip it to the ground to the right, but also as soon as the sword says "stop". Repeat this procedure until she says "loose", upon which the disarming and arrest you are extra energy block. Keep running up to the large statue of Ashlan and then repeatedly hit his left foot with your sword while avoiding the soldier. When his statue collapses, pick up the sword and attack, leaving the soldiers to fight instead of attacking you. Watch the soldier with the shield.

Temple Of Athree

Arm your shield and cautiously confront Medusa. Note the pattern of her shots and block them with your shield. When you turn her head away, cut it off with your sword and pick it up. Aim the head and keep running and jumping onto the visible platforms — on the last one, jump as far as possible and you should land

safely. Destroy the three-headed Hydra with Medusa's head, taking care to duck its fire.

Stay ducked here. Between every shot, stand up and shoot the heads.



Then go and stand at the end of the platform and kill the bottom Hydra head with Medusa's head. If this is done correctly you should not lose energy.

Manstream

Obtain the sea from the first ladder and then run along the boat,

Playing Tips!

deafening people until the crew appears to the far right of the boat. Start firing. Kill the crew when it comes near the ground with an overhead swipe and then pick up the small sword from the island. Do not shoot the crew or you will be stuck by lightning.

Forests Of Midhogg

Take an energy dagger to poison, bring down to all the far bodies. Pick up the burning stick and use it to kill the demons surrounding the women. The first disappears, leaving you the sword. Due to the dragon's immovable skin, the dragons have no effect until you make an open wound in the chest with your sword. Attack as soon as it has finished its breath and you shouldn't lose energy.

Asgard

Again obtain many daggers from the small demons and throw your daggers into the eye of the skull on



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THREEBIES!

SWITCHBLADE

A cracking arcade adventure with the head punching and kicking battles going as the search for the fragments of a mythical sword. The intensity of moving unopposed areas as you navigate the risk of backsliding in the intense underground levels.

MANIX

A cracker-up mission of the classic Q-Bert clone-up, this has you playing around the colorful 3-D blocks to change their colour as they combine of quick thinking and dexterity + reflexes.

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I really enjoyed the last 12 issues of AMIGA FORCE. I understand I must be a subscriber to receive my free games, and I like — and so do my kids — to have a new game every month. I don't want to get my hands on the magazine without every game inside. That's 12 issues of AMIGA FORCE, please!

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